October 2025
#2
HOPSPOT
Puerto Rico Art Community
Written & Edited by Kevin Del Valle

SAY NO TO

Artificial Intelligence

&

PICK UP A PENCIL

NOW LOADING...

Digital Zine highlighting artists in Puerto Rico currently doing cool things and building community

NEXT STOP...COMMUNITY COUCH

Gabriela

@D1GITALRABBIT

Gabriela Soto Massol is an artist and game developer from Adjuntas Puerto Rico. Currently working on her most ambitious project yet, a *Bartending Simulator Game* called **"Toad Tavern"**. Assembling a team of talented artists and programmers, going to expos to present her progress, gather feedback and build strong networks.

Becoming a shining example for other aspiring game devs in the island

COMMUNITY COUCH

The current state of the creative industry as a whole makes us believe it's impossible to pursue our dream job. Coming together in a collective effort to accomplish a goal is what Community Couch represents. The future of creatives is indie.

Gabriela quotes

"I think with the current state of the industry and of the world in general, you have to bet on yourself and pursue what you love. I got tired of waiting to be a company's diversity hire and wanted to have control over my artistic liberties.

I feel like the Puerto Rico game development industry is still very much a seedling but with so much thriving potential if watered correctly. I'm not sure how I can compare my impact to others that came before me, but being an outspoken woman in a historically predominantly male space, I'm glad to be a safe space for other minorities within the island trying to break into the industry and that sets me apart from many."

THEIR PROJECT

MIX DRINKS

MASTER RECIPES

LEARN ABOUT YOUR FROGGY CLIENTELE

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Title: **Toad Tavern**

Genre: **Simulation**

About: **Play as a down-on-your-luck bartender in a 1920s speakeasy visual novel. Mix drinks, master recipes, and if you serve the drinks perfectly, you may uncover hidden truths; after all, drunk toads tell no lies.**

Projects like **Toad Tavern** demonstrate how important it is to build stronger art communities. This sparks activism and uplifts individual artists that might be yearning to be part of something bigger. When asked; "What do you hope others take away from your initiative to build something that is practically nonexistent in Puerto Rico?' **Gabriela notes;**

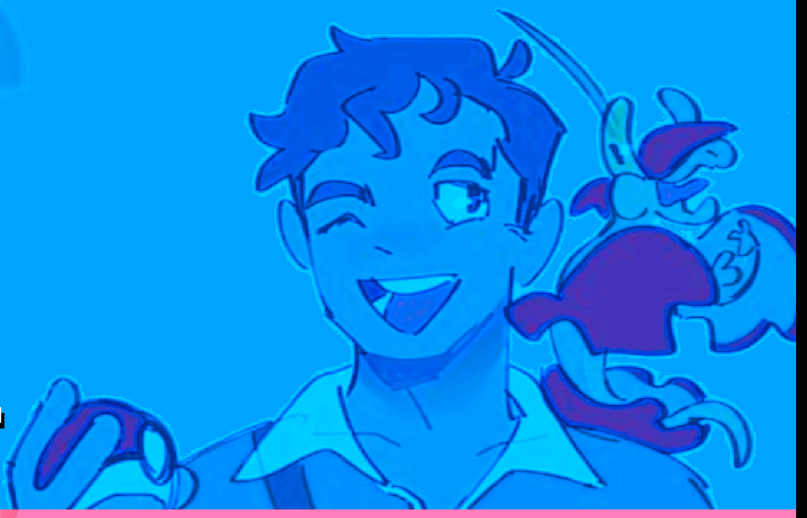
"To FUCK around and find out. Make that comic, send that message, write that email, apply to that job, develop that game!! You'll never know what could be if you never even take that first step towards the life you want to live or the art you want to make."

Q&A

MEET OUR PIXEL ART TEAM

@ABD1FO

CHARACTER DESIGNER

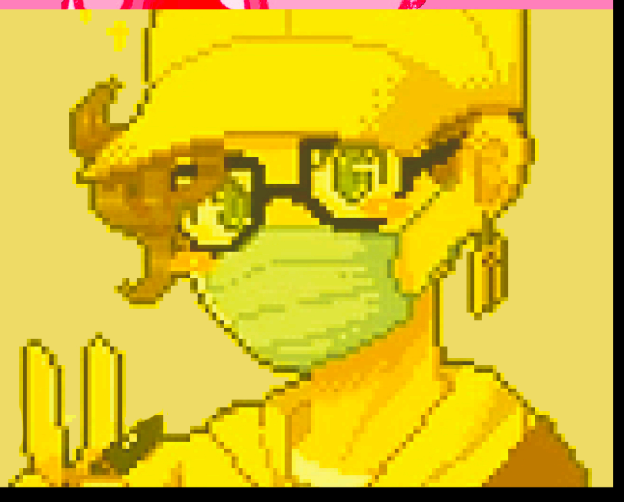


@YOSEFVIRTUOSO

PIXEL ARTIST

@HANA.MIMII

ENVIRONMENT ARTIST



@NOVAMORPHEX98

PIXEL ARTIST

Abdiel

Hello! Q&A time!

Something immediately noticeable about this project is its strong character design. Can you take us through the thought process of what went into them? Inspirations, how they each fit in the world, how many revisions do they go through, style rules, etc.

With each character we wanted to focus on representing a prominent profession of the time that helped make the era feel as iconic as it does today.

We took inspiration from the most luxurious to the most average person of the day, but still adding a fun twist that makes each character unique. On top of that, each character is based off of a different species, adding distinctive features to all of them even though they're all frogs. We really focused on highlighting the most iconic elements of each species with each design.

Yosef

The game itself will take a sprite art style.

How do the pixel artists go about translating them into sprite art without cutting any corners?

It was a bit difficult to translate our concept artist's style into pixel art as when scaling down the resolution to this extent, it's easy for the smaller details to get lost.

Focusing on the bigger picture, color-picking directly from the character sheets, and feedback from our character designer is key!

Likewise, the designs are made knowing that they'll be translated into pixel art later down the line, so they're adaptable enough on that front for it not to be cause for worry.

Milady

Same question; The game itself will take a sprite art style.

How do the pixel artists go about translating them into sprite art without cutting any corners?

I guess for me, the key is taking the time to refine each sprite carefully, since quality pixel art really comes from patience rather than shortcuts.

Anais

Recently the environment art has been a focus in order to match the strong character designs.

What are key things you keep in mind so that backgrounds and characters complement each other instead of competing?

Ooh, that's hard work! When I design environments for Toad Tavern, I take a few things into account.

First: Context! The functionality, aesthetics and silent storytelling behind a space can help sell a good experience for players before the characters talk.

Next: Colors! I always make sure to place character sprites onto the environments as I work, to help guide me towards colors I could use and colors to avoid. This helps me determine the values and contrast of the colors I pick, too!

Lastly: Lighting! Toad Tavern's Speakeasy is quite moody and dark, so I have to be mindful of how the lighting from things like sconces and chandeliers will behave with the characters. It's a lot of small details to keep track of, but that's just part of the fun!

TOAD TAVERN

LIKED WHATCHA SAW?

SUPPORT THE PROJECT BY VISITING THEIR WEBSITE , FOLLOWING THEIR SOCIAL MEDIAS AND ADDING THE GAME ON YOUR STEAM WISHLIST

@TOADTAVERNGAME

ADD THE GAME TO YOUR STEAM WISHLIST

STEAM PAGE

TOADTAVERNGAME.WIXSITE.COM/TOADTAVERNGAME

WRITTEN & EDITED
BY
@SKETCHY_KEV

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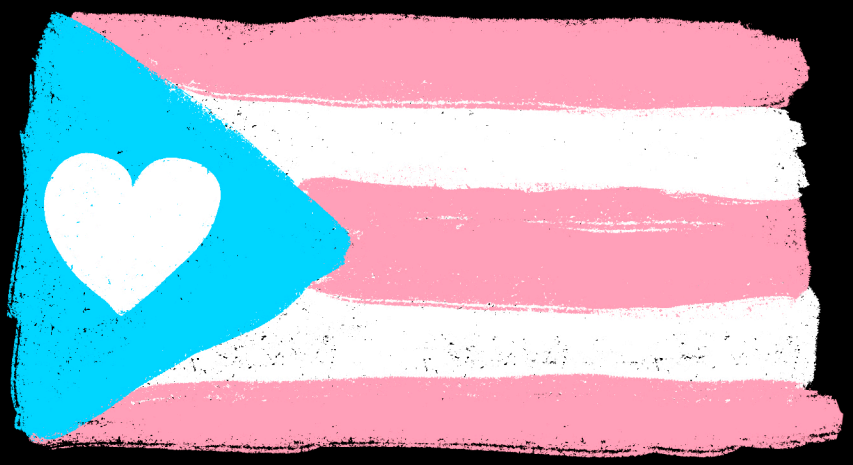

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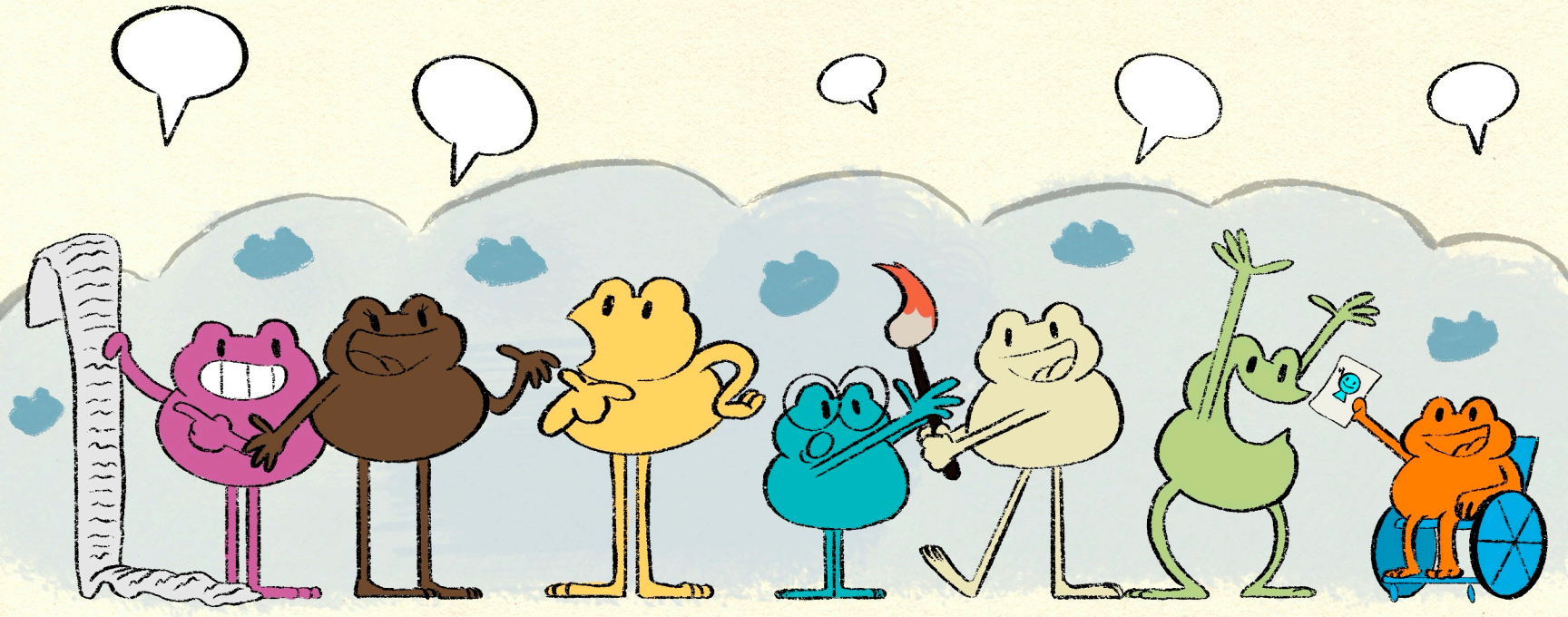
Animated Resources PR

Bienvenidos a la comunidad virtual más grande para artistas boricuas.

-Recursos

-Herramientas

-Eventos

-Ofertas de trabajo

-Comunidad